

PREMISES FOR HE-MAN

Francis Moss & Ted Pedersen

The Council is growing weaker, and the Shield is failing. An invention is created to "clone" the council members into youthful, energetic versions of themselves. That all works fine, with the council members taking a well-earned rest -- until the clones decide to take permanent control of the planet. The cloning process "reversed" the output so that the clones are the evil mirror images of the good council members. Fighting them is useless; the Shield may be destroyed in the process. And the council members are naturally reluctant to attack "themselves". Then Skeletor steps into the picture and begins to negotiate with the clones; these evil council members are "his kind of folk".

He-Man a traitor? Hard to believe, but the evidence cannot be denied. Even Sebrion seems to have turned against him. Rather than be sent to prison, He-Man escapes. He is hunted by both his old friends and Skeletor (for a secret that He-Man is accused of stealing and which Skeletor wants). He-Man enters the dark underworld of the planet and makes contact that carries him into the dangerous Outworlds where no law exists. All of this, we will learn in the final episode, is part of a plot to prevent the Mutants from making an alliance with the Outworld leader -- and alliance that could cause the destruction of Primus.

An "intelligent" starship orbits Primus. He-Man and Skeletor battle for possession of this highly advanced craft. In their battle, the starship suddenly breaks out of orbit and heads out into the uncharted galaxy. They arrive on a planet of great machines, where the people appear to live in peace and harmony -- utopia. But, as they soon discover, the machines are not working for the people -- they are in charge. This is a machine society that needs people to do "slave" labor. With the people of their own world dying out they need replacements. And Skeletor promises to help them get them -- from Primus.